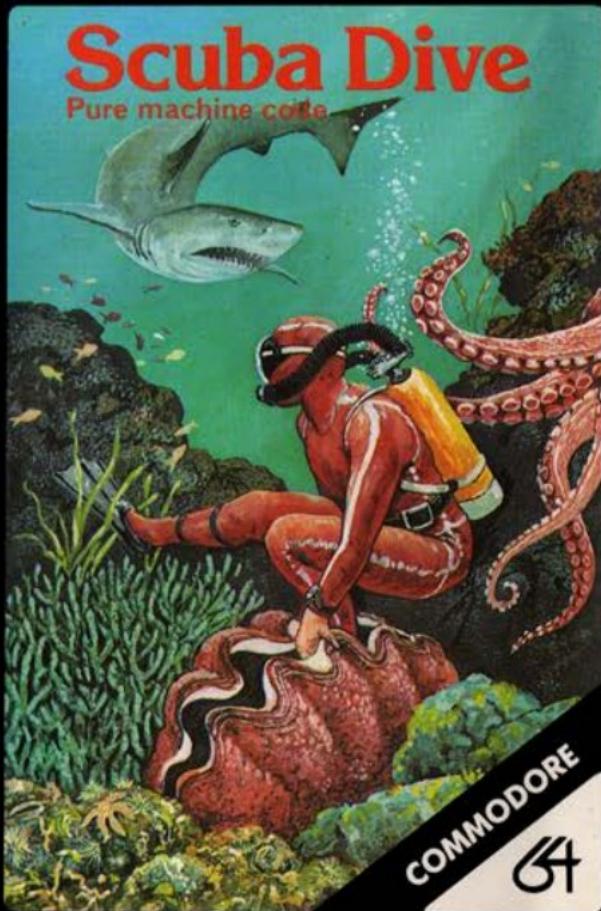


# Scuba Dive

COMMODORE 64

DURELL SOFTWARE  
CASTLE LODGE · CASTLE GREEN  
TAUNTON · SOM TA1 4AB  
ENGLAND

Illustration and design by Tim Hayward



## SCUBA DIVE

### LOADING INSTRUCTIONS

Place cassette in your tape recorder and rewind to the beginning of the tape. Check the recording heads are clean and the tape recorder is well connected.

Type LOAD "SCUBA DIVE" and press the 'RETURN' key. On instruction 'PRESS PLAY ON TAPE', press the 'PLAY' control on the recorder. The screen will go blank for a while and then re-appear stating 'FOUND SCUBA DIVE'. When this happens, press the 'C=' key and the program will then load. The program will take about 10 minutes to load.

If the program fails to load, check the connection and that the heads are clean and start the procedure again.

Once the program has loaded, type RUN and press the 'RETURN' key. You will now be able to play.

If you have a joystick and wish to use it, connect it to CONTROL PORT 2 which you will find next to the ON/OFF switch on the side of your CBM64.

### INTRODUCTION

The aim of the game is to swim down to the ocean floor, avoiding sharks, electric-eels and jellyfish, to collect oysters and return to the boat. You score the points for the oysters (and treasures from the lower caves) when you are back on the boat.

Those with more confidence may try to enter the caves, where the divers may get pearls from clams – but don't let them close on you! Further exploration may reveal treasure chests and extra air tanks, but also sea-snakes, crabs and octopuses!

You may get many points, but to score them you must return to the boat alive. Watch your air supply carefully as you may amass 1000's of points, only to lose them because you stayed down too long.

### PLAYING INSTRUCTIONS

#### Controls:

A	Up
Z	Down
:	Left
=	Right

#### Score:

■ Oyster	50 points
◆ Open clams	5 or more points for pearls
■ Treasure chest	250–750 points
■ Air replenished	

### Setting mode of play

Before playing the game, you will be presented with a menu which you can set. It will look like this:

JOYSTICK OR KEYBOARD	(J OR K)	K
SOUND ON	(Y OR N)	Y
LEVEL OF PLAY	(1 to 5)	1
PLAY GAME		P

The far right-hand side shows the present values. To change one of the options, press the first letter of the option, e.g. 'L' for 'LEVEL OF PLAY', and then type a letter or number according to how you wish to play. When you are satisfied, press 'P' to play the game.

### PLAYING THE GAME

After the diver has left the boat, use your controls to guide your diver through the sea avoiding the creatures swimming by. The speed of these and the amount of air you get per dive depend on the skill level that you have set.

After reaching the bottom, merely touching an oyster will let the diver pick it up and gain points. Now, either return to the boat, or guide your diver through the trap door when it opens. Be careful that it does not close on you.

Once in the caves, avoid the sides as they are made of a poison coral, which kills instantly. Also touching poisoned sea anemones, electric sea-snakes, crabs or octopuses will cause the diver to die. At times, a giant starfish will roam about. Avoid this at all costs – it is lethal.

However, the rewards of the caves make the risks worthwhile. Getting a treasure chest may be worth 750 points, and air can be replenished by getting air tanks.

Clams when open allow you to get pearls worth 5 points each, but if they are closed or close about you – they kill!

Remember, to score the points you collect, you must return to the boat and clamber onto it by grabbing any part of it that is above the water line. Touching the boat beneath the water line will kill the diver.

If, after playing the game and killing three divers, you have gained a high score, you will be able to enter the HALL OF FAME – see how you fare against your friends. Just type in your name when prompted (only 10 letters will be accepted).

GOOD LUCK!